INSTRUCTION MANUAL

Frogger®

The Great Quest™

EVERYONE
E
CONTENT RATED BY ESRB

KONAMI®

www.konami.com

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Table of Contents

Thank you very much for purchasing Frogger®: The Great Quest™. In order to fully enjoy the game, we recommend that you thoroughly read this manual before playing.

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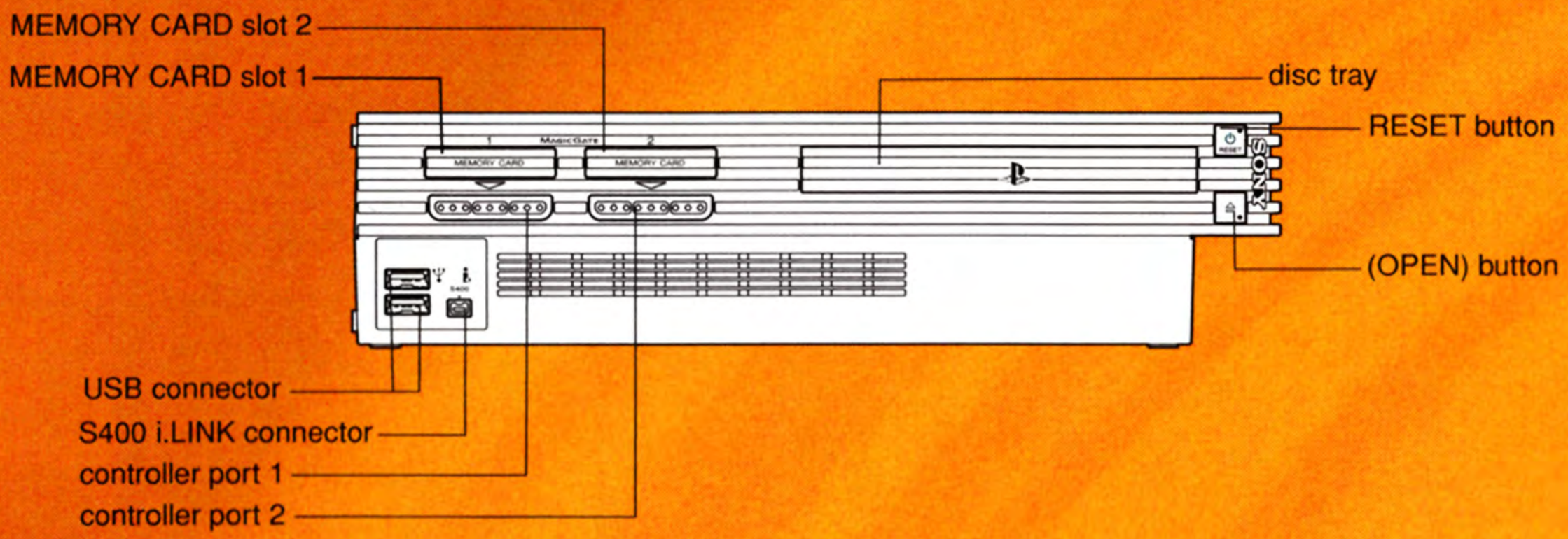
Getting Started



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Frogger®: The Great Quest™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD

To save or load your game in progress, a memory card (8MB) (for PlayStation®2) is required. Insert the memory card into memory card slot 1 (memory card slot 2 is not used) of the PlayStation®2 computer entertainment system before starting play. You can load your saved games from the same card, or from any memory card containing previously saved Frogger: The Great Quest games. PlayStation® game console memory cards cannot be used.

NOTE: Frogger: The Great Quest uses at least 300KB of memory card data to save each game. Make sure there is enough free space on your memory card before starting play. Do not insert or remove a memory card while saving or loading games or after the power has been turned ON.

The Controller

DUALSHOCK™2 ANALOG CONTROLLER

LAND CONTROLS

△ button	Use Magic Stone, return to previous screen in menus
○ button	Use item, Talk to characters
× button	Jump, Glide, Enter commands in menus
□ button	Attack
SELECT button	Open Magic Bag
START button	Start game, Pause/Resume game
L1 button	Rotate selection of active Magic Stone
L2 button	Reset camera behind Frogger
L3 button	Not Used
R1 button	Dodge/Strafe Mode
R2 button	Not Used
R3 button	Free Look Mode
Left analog stick	Move Frogger (Walk/Run/Climb), Look in Free Look Mode
Right analog stick	Not Used

SWIMMING CONTROLS

△ button	Not Used
○ button	Search/Open underwater items
× button	Swim up/Jump out of water
□ button	Spit goober
R2 button	Swim down
Left analog stick up	Swim forward
Left analog stick right	Turn right
Left analog stick left	Turn left

Frogger and His World

Born in the Kingdom Year 515, Frogger is one of the frog folk that inhabit the Firefly Swamp area near Frog Town. Seven major kingdoms and numerous island states dominate Frogger's world, which has over 2100 years of civilized history. His home is a quiet backwater swamp, formed when a landslide blocked a valley over 1300 years before, at the time of the 1st Great Travail. Frogger decides to take up the quest to find a Princess in the Kingdom Year 532. He is a strong and generally good-natured frog, but he desires a life far more exciting and adventurous than his current existence. Frogger knows only stories and legends of the world around the Third Kingdom, and has only limited experience with magic. Magic is a key element in all the lands, but used and understood by only a few of the intelligent creatures that populate Frogger's world. His quest will be the beginning of a new era.

Beginning Of The Quest

Life in Firefly Swamp is both simple and pleasant, but for Frogger, that is not enough. Lately he has grown bored with this small corner of the Third Kingdom and has begun dreaming of what life might be like outside of the swamp. The young frog has been afraid to venture too far after frightening experiences from his childhood. Then one night, Frogger hears a fantastic story about a frog who was kissed by a princess and magically turned into a handsome prince. With renewed courage, he makes a wish on a falling star. The Fairy Frog Mother appears and tells him he should follow his heart's desire and seek the Princess of his dreams. She grants him three gifts – a Magic Bag that can hold many items, the power to see Fairies and Magic Items, and protection from serious harm. With her advice and support, Frogger sets off in search of the adventure of a lifetime. However, Frogger knows little of the powerful forces at work in the world, and will face many tests along the way. On his journey, he will encounter strange Humans, tricky Fairies, sinister Goblins, and a host of other unusual creatures. Some will try to help Frogger, while others will attempt to send him off track... or even eat him! For Frogger, this is the beginning of a most exciting and perilous quest.

Starting the Game

To begin your adventure, insert the Frogger®: The Great Quest™ disc into your PlayStation®2 computer entertainment system. When the Title screen appears, press the START button to advance to the Main Menu.

Main Menu

On the Main Menu, you can choose to start a new game, continue a previously saved game or access the game options. Select the different options by using the up and down directional buttons, and press the ⊗ button to enter your selection.

START NEW GAME

Choose this option to begin a new game. You will be asked to enter your game name.

CONTINUE GAME

This option allows you to start from the most recently saved game.

LOAD SAVED GAME

If you want to load a saved game from your memory card, choose Load Saved Game. This option allows you to start from any of your saved game files.

NOTE: Frogger: The Great Quest supports only memory card slot 1.

OPTIONS

The Options Screen allows you to adjust your SFX, Voice Effects and Music Volume, change the audio output from Stereo to Mono, and turn the Subtitles and Controller Vibration on or off.

VIEW CREDITS

Choose this option to view the credits for Frogger: The Great Quest.

Playing as Frogger

Frogger possesses an array of useful maneuvers. Master each technique to survive the numerous perils found in the world of Frogger.

Move

Use the left analog stick to move Frogger in any direction. The more you push the left analog stick, the faster Frogger moves.

Jump

Press the ⊗ button to jump. A standing jump will make Frogger jump straight up, but if he is moving, he will perform a leaping jump. The leaping jump covers more distance and height than the normal jump, but if you charge (press and hold) the ⊗ button before a standing jump, Frogger will jump the highest of any jump.

Spit Frog Goobers

Press the □ button to spit frog goobers. This is a good way to attack enemies from a distance.

Frog Fu

Press the □ button to unleash the lethal art of Frog Fu. This is extremely useful for when Frogger's enemies are too close for comfort.

Talk/Action

Use the ○ button near characters, doors and chests to activate an action. Frogger has a variety of actions that he will perform, depending on the situation. He will talk to characters that he meets on his journey, open doors, inspect chests, and more.

Use Magic Stone

If you have Magic Stones in your inventory, you can scroll through them with the L1 button. Press the △ button to use the active Magic Stone, which is the first one on the left side of the Magic Stone Queue.
(See Pg. 13 – Magic Stones)

Dodge/Strafe

To sidestep attacks from Frogger's foes, hold down the R1 button and use the left analog stick to dodge in any direction. It is especially useful because Frogger can aim goobers at his enemies while avoiding their attacks.

Glide

When jumping or falling from great heights, Frogger can glide to a safe landing. To glide, press the ⊗ button to jump, then press and hold the ⊗ button again while Frogger is in the air. To abort a glide, release the ⊗ button.

Swim

Like any normal amphibian, Frogger is right at home in the water.
While in deep water, use the left analog stick to move Frogger.
To jump out of the water, rise to the surface and press the ⊗ button.
(See Pg. 3 – Swimming Controls)

The Game Screen

Health Meter

This meter will gauge how much damage Frogger has sustained. As Frogger takes damage, his expression changes from happy to sad. If Frogger's health is completely depleted, he restarts at the last passed checkpoint.

Magic Stone Queue

This displays the Magic Stones that you've collected. The stone at the leftmost side of the queue is the active stone.

Dialog Box

This box appears whenever you talk to another character. While the Dialog Box is open, you will not be able to control Frogger. Press the ✕ button to advance the text or return to the game.

Saving Frogger's Quest

Checkpoints

Checkpoints are magical markers that record Frogger's progress through a level. If Frogger is defeated in the course of a level, he restarts from the last passed Checkpoint, instead of the beginning of the level. To activate a Checkpoint, run it over as soon as you see it and Frogger's progress will be saved.

Saving The Game

Upon successful completion of each level, you will be given the opportunity to save your game progress. If you choose to do so, your game will automatically be saved at the current point. There are 10 save files that you can use to record your progress through Frogger's quest. Select a file and your game will be saved.

If you select a file that already holds a saved game, you will be asked if you would like to overwrite the previously saved game file. Select Yes and your new save file will be created over the old one.

Continuing The Game

To continue a previously saved game, select the appropriate option from the Main Menu. (See Pg. 6 – Main Menu)

Magical Treasures

Coins

Coins can be found throughout the swamp, and each has a different value. Collect to use in the store.

Copper Coin ..... 10 points

Silver Coin ..... 20 points

Gold Coin ..... 30 points

Gems

Gems are harder to find than Coins, but have more potential value. Search each area carefully to find all Gems.

Amethyst ..... 40 points

Ruby ..... 50 points

Sapphire ..... 75 points

Diamond ..... 100 points

Stones

Spread throughout the game are a variety of Magic Stones. Each one can be used to cast powerful spells that will aid Frogger in his quest. Learning to utilize the right stone at the right time could prove to be the difference between success and becoming frog bait.

FIRE STONE

Looking to put the heat on Frogger's rivals? This stone will give Frogger's attacks a short-term boost, lighting Goobers and his feet and fists on fire!

ICE STONE

Put the chill on Frogger's foes with the Ice Stone. This mystical attack causes shards of ice to shoot up from the ground and hit any enemies in the area.

SPEED STONE

Run circles around Frogger's enemies with this powerful stone. When activated, it will temporarily make Frogger run faster and jump farther. Use it to get to new places or make a quick getaway from trouble.

GAME TIP

Search everywhere! There are lots of goodies hidden throughout the entire game.

The Magic Bag

One of the Fairy Frog Mother's magical gifts to Frogger is the Magic Bag. This mystical bag allows Frogger to carry a number of items, all in his easy-to-carry knapsack. Press the SELECT button to access the Magic Bag, where you can view Frogger's collection of Magic Stones, Coins, Gems and other items that Frogger has found on his quest. Press the ⊗ button to select an option to see detailed information on what Frogger is carrying. When you want to return to the Magic Bag Menu, select the Bag icon, and to return to the level, select the Frog icon.

Coins

Displays the number of Coins Frogger has collected and the number of Coins in the current level.

Gems

Displays the number of Gems Frogger has collected and the number of Gems in the current level.

Stones

Displays the Magic Stones that Frogger currently has in his inventory.

Other

Displays any other items that Frogger has collected in the current level.

The Frog Store

At the Frog Store, you can use the Coins and Gems that Frogger has collected to buy game tips, hints, and background information on characters in the game. Highlight the item you wish to buy and press the ⊗ button. The store will have different items for sale, depending on what area Frogger has just completed.

Friends and Foes of Frogger

Firefly Swamp is home to a number of unusual and dangerous individuals. Some are allies who will assist Frogger through his quest, while others seek to end it prematurely. Here's a description of a few characters Frogger may encounter on his journey.

THE FAIRY FROG MOTHER

The Fairy Frog Mother first comes to help Frogger when he wishes on a falling star. Throughout the course of Frogger's journeys, the Fairy Frog Mother appears to aid him when he needs it most.

DUSTY THE BONE DOG

Frogger will meet this helpful skeletal pooch during his adventure. He may be a skeleton, but he's a friendly face in some of the scariest places Frogger will see on his journeys. Follow him and he may lead you to something good.

THE ROUGH BUNCH

The Rough Bunch is a surly gang of mosquitoes who take pleasure in harassing Frogger wherever he may travel. This band of bullies has had it in for Frogger for a long time, but nobody can remember exactly why.

HISS THE CAT DRAGON

Part cat and part dragon, Hiss plays a dangerous game with anyone who visits his lair. If Frogger wins, he earns a riddle. However, if Frogger loses, he will be lunch!

SLICK WILLY

This riverboat captain runs a floating casino and has more moves than a bowl of jelly. If you can make it past his loyal crew, you could wind up his next guest for lunch!

KING IJNEK

Ijnek is the leader of the Goblins who are invading the lands around Frogger's swamp. The Goblin King is both foul-tempered and greedy, making even his own soldiers wary of his wrath.

DR. STARKENSTEIN

This mad scientist conducts secret experiments in an old castle high on top of a hill. Rumor has it that he is only missing one ingredient to build a supremely powerful monster... could that ingredient be Frog Legs?

BONE CRUNCHER

Little is known about this monstrous behemoth, but some say he was once worshiped by the ancients. He is extremely fast and ferocious, and a foe that should be avoided if at all possible.

GAME TIP

Try talking with the people you meet along the way. Some of them may have useful information. But beware of monsters, who might attack first and ask questions later!

Credits

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Producer & Creative Director ..... Jeffery Buchanan
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Lead PlayStation 2 Programmer ..... Lee Ozer
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Lead Conceptual & Lead Level Artist ..... Rick Fox
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Extra-special thanks to the wives, husbands, girlfriends, children, and families of everyone on this project, we couldn't have done it without you!

Frogger: The Great Quest is dedicated in memory of Steve Brodie
The voice of: Lumpy the Toad , Zippy the Turtle, and the Magical General Of Light and Industry.
Thanks for the Laughs Steve!

TMPG Enc.

Notes

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CONSUMER SUPPORT

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Konami Game Hint & Tip Line: 1-900-896-HINT (4468)
* $0.95 per minute charge
* $1.25 per minute support from a game counselor
* Touch tone phone required
* Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M., Pacific Time. Prices and availability are subject to change. U.S. accessibility only.

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